



CHARIS ANNE LIM

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PROFESSIONAL EXPERIENCE



**Lien Foundation**  
Intern (Special Projects Division) | Dec 2017 - Feb 2018

- Presided over research on immersive computing and artificial intelligence and its possible applications in early childhood education and eldercare in Singapore.
- Acted as user experience consultant for graphic design team leading the organisation's website overhaul.



**GovTech**  
UI/UX Intern in Digital Design and Development (DCube) Division | May - Jul 2017

- Conducted research on human-centric design and usability standards, and subsequently developed a working official standard for all government digital services. Using that, I assessed the user experience of over 600 websites to ensure the public service's digital front is accessible and easy to use for citizens.
- Collaborated with several ministries to design a prototype of a new financial planning digital service, and guided stakeholders to create a user-focused web portal that will meet the needs of their target audience.



**Superhero Me (superherome.sg/ @superheromesg)**  
Community and Programme Associate | Apr 2015 - Present

- Oversaw the design production process for the 'Superhero We Wild Child Festival 2018 at Enabling Village', and 'Is Anyone Home?' (2018), an exhibition on childhood at the National Museum of Singapore, as part of Singapore Art Week.
- Guided children with different abilities to learn values-based music skills through Project Infinitude, a music mentorship program (2017) and conducted inclusive tours for Superhero Me's most recent workshop series 'Who is Coming For Dinner?' at OBJECTIFs (2017).



**Yale-NUS Habitat for Humanity Campus Chapter**  
Vice President | Jan 2016 - May 2017

- Spearheaded the transformation of the chapter's organizational structure and image to better meet the needs of beneficiaries and school community, which included setting new directions, designing our new website and producing publicity materials for recruitment, resulting in 18 new members.
- Led the planning of Project Homeworks, an initiative to improve living conditions of the elderly and physically challenged in Singapore, by liaising with Senior Activity Centres, developing advocacy campaigns and creating visual documentation for publicity.



**Logue (logue.sg)**  
Intern | Apr 2015 - Jun 2017

Worked for a content creation studio, that creates social dialogue on digital and experiential fronts, by conducting interviews, producing and editing written content for clients such as Ministry of Community, Culture and Youth (stories published on official blog www.sg), Temasek Holdings, and National Arts Council.

AWARDS



**First Place**  
14 November 2018 | Organiser: NUS School of Computing (SoC)

Our team won the first place at the 13th SoC Term Project Showcase for our web application, Fomo Sumo (fomosumo.com).



**People's Choice Award**  
20-22 Oct 2017 | Organiser: Indigitous Singapore

To tackle the rising number of suicides in young adults, our team created a chatbot and designed an online platform that aims to build a nationwide community of allies that are equipped to support each other.



**Best Presentation**  
17 Mar 2017 | Organiser: YNC Data Hacks

My team's first data science hackathon saw us analyzing the correlations between the locations of hawker centres and Singapore's racial geospatial distribution, and presenting our findings in a concise, engaging manner.

EDUCATION

**Yale-NUS College | Year 4**  
Aug 2015 - Present

Bachelor of Science,  
Major in Mathematical,  
Computational and Statistical  
Sciences (MCS)

**Yonsei University | Study  
Abroad Program**  
March - June 2018

Research Assistant, Human-  
Computer Interaction  
advised by Professor Kang Youn-ah

**Raffles Institution  
(Junior College)**  
2013 - 2014

GCE 'A' Levels - 4 H2 Distinctions,  
2 H1 Distinctions

LANGUAGES

English	<div></div>
Chinese	<div></div>
Korean	<div></div>

SKILLS

**DESIGN**  
HTML/CSS - proficient  
Sketch - fluent  
Adobe Experience Design CC -  
fluent  
Adobe Illustrator - fluent  
Processing - fluent

**PROGRAMMING LANGUAGES**  
Java- proficient  
R - proficient  
Python - proficient  
OCaml - proficient  
C - basic

INTERESTS

Human-Computer Interaction  
UI/UX Design  
Community Arts  
Special Education  
Floorball